DEMOU ATTACK

Der von Hiller



Marooned on the ice planet Krybor, you watch legions of eerie creatures scream overhead. They hover ominously. Attack and destroy them—or be destroyed!

challenge: Survivel

Game Objective

Destroy demons and accumulate points before you and your Laser Cannon meet with oblivion. Keep reserve bunkers intact and increase their number by avoiding your foes' fire. When the fast bunker disintegrates, the next enemy hit will bulvenze you!



- Your Laser Cannon has unlimited firing power.
 Dodge left or right to avoid enemy fire while
- pursuing aliens.

 Accumulate reserve bunkers (bottom left of screen).
- You begin with 3

 Each attack wave you survive completely untouched earns you an additional bunker, to a maximum of 6.
- Every hit you absorb destroys a bunker
 When all bunkers disappear, another allen assault will vaporize you.

Hand Controls

- · Your loystick controller allo
- to maneuver. Position contro so that the red firing button is in
- the upper left corner. To m the Laser Cannon left, push
- lowstick left: for right mobility lean lowstick right
- . To fire: press red butto · I-player versions: use left hand controller



Keyboard Unit

- · Press yellow Option button to change pame variation.
- Game number appears at top center of screen.
- · Press Start button to begin the action. Game begins again whenever you press Start button.
- Fire burton on
 - teft hand controller
- will reset gam when previou name ends



Game Variations

I Player	2 Player	Description	
Game #1	2 riayes	Demon Attack	
Game #1	- 4		
3	4	Tracer Shot Demon Attac	
5	6	Advanced Demon Attack	
7	8	Advanced Tracer Demon Attack	
	9	Demon Attack: Special Co-op Version	
	10	Advanced Demon Attack Special Co-op Version	

1-Player Games

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Games 1, 3, 5, and 7 pit you against progressively more difficult waves of allen adversaries. Pick up the pace, the higher the game number, the greater the challengel Games 3 and 7 feature special tracer shots. Your Laser Cannon powers fire all ower the screen.

2-Player Games

Games 2, 4, 6, and 8 match your wits against more than waves of winged warriors!

- waves of winged warriorsi Each player: • takes on similar waves of demons
 - maneuvers a separate Laser Cannon
 left loystick: red
- right joystick, gold
- has own reserve bunkers
 - registers an independent score which shows when your Laser Cannon appears on the screen.
- Play alternates between players at the end of each wave
 If both players survive the assault, they proceed to the



- the other continues on to succeeding waves

 Both players' scores show at game's end, keyed to Laser
 Cannon color
- Games 4 and 8 feature special tracer shots

Special Co-op Versions

Games 9 and 10 allow 2 players to take turns against the

- same wave of attack

 Laser Cannon control alternates every four seconds. Keep
 track of your color!
- Independent scores appear on screen.
 You share reserve bunkers, when they're gone, another
 - blast ends the game Game 9: uses standard weaponry Game 10: uses tracer shots
- If you are hit in games 9 or 10, your "partner" scores an additional 500 points.

3, 4	15	-	-
5. 6	20	40	80
7, 8	25	50	100
9, 10	30	60	120
11, 12	35	70	140

At the end of every 12 waves, the scoring progression starts again at the beginning (10 points for demons, etc.).

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